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KAI'S SUPERGOO

version 1.5

SUPERGOO QUICK REFERENCE GUIDE

Welcome to Kai's SuperGoo! This Quick Reference Guide will tell you everything you need to know about SuperGoo to get started right away. For even more detail, consult the "manual.pdf" file located in the "documentation" directory of your SuperGoo CD-ROM.

Also, check out our website at: www.scansoft.com. Here, you'll find the latest information on SuperGoo.



NOW, TO INSTALL SUPERGOO:

PLEASE BE CERTAIN THAT YOU HAVE AT LEAST 25 MB OF FREE SPACE ON YOUR HARD DISK BEFORE YOU INSTALL.

Windows:

1. Insert the SuperGoo CD-ROM disc into your CD-ROM drive.
2. Select Run from the Start menu.
3. Type the letter corresponding to your CD-ROM drive, followed by ":\setup" (for example, type "d:\setup" if using the D drive).
 Click the OK button, then follow the prompts.
4. If in the main install window, click "Install".

Power Macintosh:

1. Insert the SuperGoo CD-ROM disc into your CD-ROM drive.
2. Double-click on the SuperGoo Install icon to begin installation.

FOR ADDITIONAL INFORMATION, PLEASE READ THE INSTALLATION TIPS AT THE BACK OF THIS GUIDE.

HOW IT WORKS

The Fusion Room lets you create faces by combining different facial features from the face libraries or from your own imported pictures.

Each of the features on the face is placed on a separate layer, meaning that you can reposition or scale one feature without affecting the rest of the face. These layers let you move features around and experiment with different combinations.



PREFERENCES
Click on logo to activate preferences dialogue.

IN BUTTON
Use to import pictures.

FACE PALETTE
Move over button to activate.

RESET BUTTON
Resets image.

OUT BUTTON
use to save pictures.

ROOM BUTTON
Click to go to GOO Room.

EDIT PALETTE
Use tools to re-arrange features on face.

MUTATOR BUTTON
Displays mutator. Use to randomize features

MEMORY FRAMES
Click to store the current face.

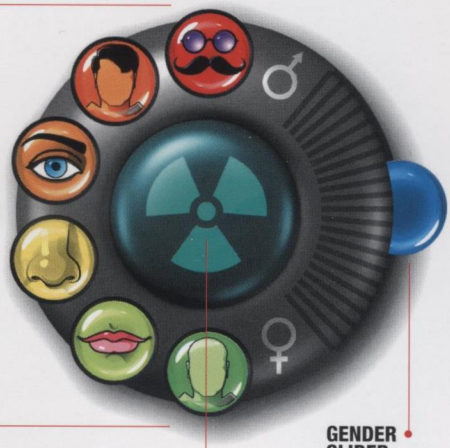
IMAGE CANVAS

MUTATING FACES

SuperGOO's Mutator lets you sit back and watch as Kai's SuperGOO quickly generates a random face by combining facial features from the GOO Libraries.

TO RANDOMIZE THE FEATURES ON A FACE:

1. Drag the Gender Selector to choose either male or female features, or a combination in between!
2. Disable the Feature control for any features you don't want randomized by clicking on it.
3. Click the Mutate button. A new set of features appears in the Image Canvas.



GENDER SLIDER

FEATURE CONTROLS

MUTATE BUTTON

USING THE PALETTES

The Fusion Room lets you create faces by combining different facial features. You can choose from a host of features stored in the GOO libraries, or you can import your own pictures and use them to create a new face. The tools in the FUSION Room let you add different types of facial features and access the FUSION libraries.



ACCESSORIES • Add hats, mustaches, beards.



HAIR • Add male/female hair.



EYES • Add male/female eyes.



NOSE • Add noses from male/female library.



MOUTH • Add male/female mouths.



HEAD • Choose male or female heads.

- Each button on the left-hand Face Palette determines the content of a particular layer. You can choose the gender of a facial feature and browse the libraries



CLONE • Open clone window.



MOVE • Position features on face.



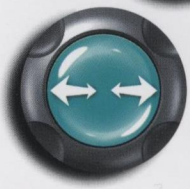
SCALE • Increase/decrease size of features.



ROTATE • Rotate selected feature.



STRETCH VERTICAL • Stretch features horizontally.



STRETCH HORIZONTAL • Stretch features vertically.

- The Edit Palette alters a layer according to the selected button. For example, to enlarge the eyes, click on the Scale button and drag on the eyes.



TO CHANGE A FACIAL FEATURE:

1. Select the Face tool for the feature you want to change. For example, if you want to change the nose, move your cursor over the Nose tool. Four Library controls appear around the activated tool.
2. Click the upper-left library control to change the gender of the facial feature. There are different libraries for male and female features:
 ♂ means that you're using male features
 ♀ means that you're using female features.
3. Click the control in the lower-right to move forward through the library, or the control in the lower-left to move backwards.
 Every time you click the control a new feature appears on the face.
4. Click on the grid in the upper right of the face tool to view several feature options at once. Click on a thumbnail in this Feature Grid to select that particular feature. You can also view different pages of this grid by clicking on the left and right arrows.



COMBINING FACES

Not only can the FUSION Room create faces from a library of existing features, it can also fuse the features from existing pictures to create a totally new face. This way you can take pictures of your family and friends and combine them into fantastic new faces. Features are combined using a process called cloning. When you clone something, a portion of a source image is duplicated on to a destination image. The Clone tool in the Edit palette lets you pick an area of the source image to duplicate onto the face in the Image Canvas.



TO CLONE FEATURES FROM AN IMAGE:

1. Click the Clone tool. The Open dialog appears.
2. Locate the file you want to use as a clone source and click Open.
 The image appears in a clone window.
3. On the Image Canvas move the cursor over the area where you want the cloned features to appear.
4. Drag the over the desired area. The features from clone image appear on your FUSION Room face.

HOW IT WORKS

The GOO Room is where you'll distort images and create GOOvies. The room provides a series of tools that let you play with the images as if they were made out of liquid. There is also a Film Strip that lets you save your image at different stages, letting you create an animation out of your distortions.



PREFERENCES
Click on logo to activate preferences dialogue.

GOO BRUSH PALETTE
Click to display GOO brushes.

GOO EFFECTS PALETTE
Click to display Goo effect tools.

PAN CONTROL
Drag over control in direction you want to move picture.

GLOBAL UNDO
Drag to undo effect.

ZOOM CONTROLS
Click to enlarge/shrink image.

FILM STRIP PALETTE
Store and displays up to 64 GOOvie keyframes.

IMAGE CANVAS

MIRROR VERTICAL/HORIZONTAL
Mirror brush effects horizontally or vertically.

RESET
Reset image.

PLAYBACK SPEED SLIDER
Control the speed of the GOOvie playback.

MOVIE CAMERA
Play a GOOvie.

FLOW CONTROL
Set fluidity of your brush.

SIZE CONTROL
Set brush size.

ADD TEXT
Click to display text dialogue.

ROOM BUTTON
Click to go to GOO Room.

ADDING TEXT

In SuperGOO you can add a layer of text over the top of your image. The Text dialog lets you enter your text string, select a font type, style, alignment and color.

Since the text is on its own layer, it's not affected by the GOO brushes or effects. You can position text anywhere on the image.



Text Editing Box

Bold

Italic

Shadow

Text Color

Cancel

OK

Font List

Text Alignment Buttons

Text Size

TO ADD TEXT:

1. Click the ABC icon on the right side of the screen. The Text dialog appears.
2. Click the font popup and choose a font from the menu.
3. Click one of the alignment buttons to create either left, right or center aligned text.
4. Click one of the style buttons to create either bold or italic text.
5. Click the color button and choose a text color.
6. Enter your text into the window.

 The Shadow button gives you an optional shadow for your text, to give it a little more depth.
7. Click the OK icon.

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USING BRUSHES

TO ACTIVATE A GOO PALETTE:

- Click on a set of rainbow colored brush icons. The GOO Brush palette is the top set and the GOO effects palette is the bottom set.

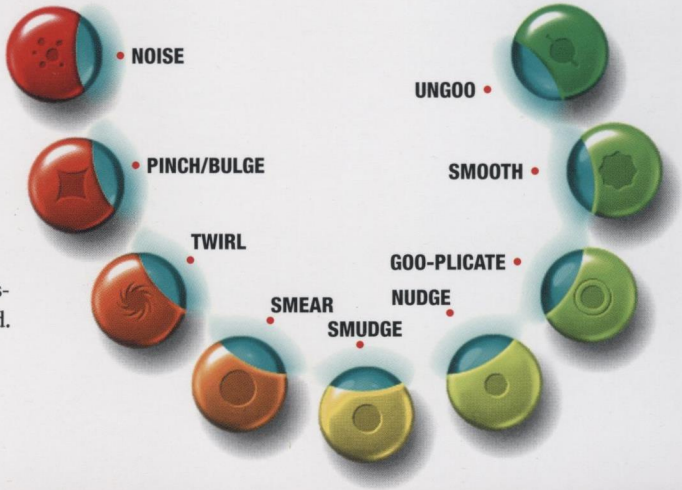
TO USE A GOO BRUSH:

- Click on one of the brush buttons to activate it and then click and drag over the image.

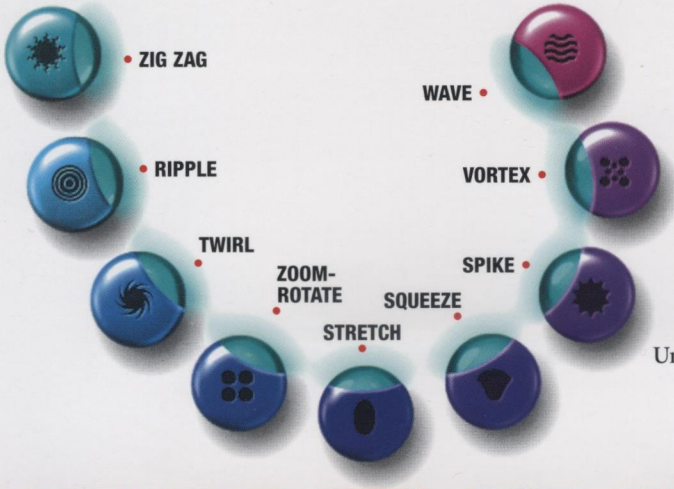
You can also switch between brushes by pressing the '<' or '>' arrow keys on your keyboard.

TO UNDO A GOO BRUSH:

- Press Command/Ctrl + Z







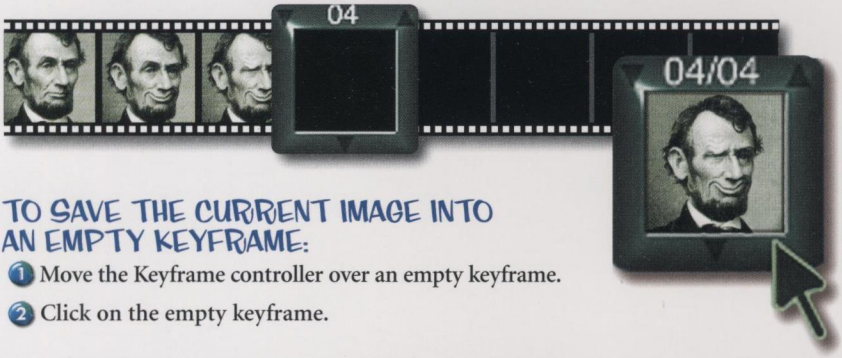
TO USE AN EFFECT

- Click on one of the buttons to activate the effect. Click and drag inside the image canvas to apply the effect. Use the Global Undo slider to undo an effect.



HOW IT WORKS

Making movies of your GOO distortions is easy! An animation is created by saving different images to the Filmstrip palette. When you play the GOOvie, SuperGOO moves between the images stored in the palette. The Filmstrip palette displays all the images in your GOOvie and lets you add or remove frames from the animation.



TO SAVE THE CURRENT IMAGE INTO AN EMPTY KEYFRAME:

1. Move the Keyframe controller over an empty keyframe.
2. Click on the empty keyframe.



PLAYING GOOVIES

Once you have saved images into at least two keyframes, you can play your GOOvie using the Movie Camera. The movie will automatically loop from the last keyframe to the first for an unending animation.



1. Click the movie camera to play a movie.
2. Click the mouse button to stop playback.

From here, you can save an AVI or Quicktime animation, or a sequence of individual .bmp or .pict files.

CONTROLLING PLAYBACK

The Playback Slider (located below the Movie Camera) is used to set the speed at which you want your animation to play. Drag the Playback Slider up to increase the speed of your animation, or down to decrease the speed.



Importing and Saving

Opening a Picture



Kai's SuperGOO lets you import your own pictures of friends and family to distort or combine to create goofy pictures. You can open a file in BMP, PICT, PSD, TIFF, JPEG, FlashPix or PhotoCD formats.

To Open a Picture:

1. Click the In button at the top of the screen and choose Open from the popup menu. The Open dialog appears.
2. Locate the picture file you want to use and click Open. The picture appears on the Image Canvas.

Importing a Picture

Kai's SuperGOO can import images in a number of standard image formats or by scanning them directly into GOO. You can also extend GOO's import capabilities using third-party plug-ins.

Saving a Picture



You can save GOOed pictures in a number of popular image formats including, BMP, PICT, PSD, TIFF, JPEG or FlashPix. Once saved, a picture can be used in another image-editing application or page-layout application.

To Save a Picture:

1. Click the Out button and choose Save. The Save dialog appears.
2. Choose a file format, location and filename and click Save.

Saving GOOvies

Your GOOvie animations can be saved as QuickTime and Sequenced PICT (Macintosh) or AVI and Sequenced BMP (Windows). Once you've saved your animation, it can be used in other multi-media applications. Click the Out button and use the Make Movie option to save your movie.

Quick Keys

Program

Quit:	Cmnd + 'Q'(Mac) / Alt+F4 (Win);
Save File:	Cmnd + 'S' (Mac) / Ctrl + 'S' (Win);
Open File	Cmnd + 'O' (Mac) / Ctrl + 'O' (Win);
Print Image:	Cmnd + 'P' (Mac) / Ctrl + 'P' (Win);
Undo:	Cmnd + 'Z' (Mac) / Ctrl + 'Z' (Win);
Copy:	Cmnd + 'C' (Mac) / Ctrl + 'C' (Win);
Paste:	Cmnd + 'V' (Mac) / Ctrl + 'V' (Win);

Fusion Room

Increase/Decrease effect of current tool on currently selected layer:	Up/Down/Left/Right/Arrow Keys;
Same as above, but larger increments:	Shift + Up/Down/Left/Right Arrow Keys;
In Brushing Mode:	
Incr/Decr brush size:	Up/Down Arrow Keys;
Incr/Decr brush flow:	Left/Right Arrow Keys;
Next/Prev tool:	','/'.' (essentially '<' and '>');
Show/Hide currently selected layer:	Tab
Reset:	Delete (Mac) / Backspace (Win);
Click on SuperGOO logo to get Preferences Dialogue	

GOO Room

Incr/Decr brush size	Up/Down Arrow Keys;
Incr/Decr brush flow	Left/Right Arrow Keys;
Next/Prev brush effect	','/'.' (essentially '<' and '>');
Reset	Delete (Mac) / Backspace (Win);
Size Zoom in:	Cmnd + '+' (Mac) / Ctrl + '+' (Win);
Zoom out:	Cmnd + '-' (Mac) / Ctrl + '-' (Win);
Show/Hide Floatoids:	Tab;
Add keyframe to end:	Cmnd + 'K' / Ctrl + 'K' (Win);
To Fusion Room:	Cmnd + 'F' / Ctrl + 'F' (Win);
Pan:	Space + click & drag on preview;
Smooth:	Shift + brush in Goo image;
UnGoo:	Opt(Mac)/Alt(Win) + brush;
Gooplicate:	Control(Mac)/Ctrl(Win) + brush NOTE: "Control" on Mac (NOT Command);
Click on SuperGOO logo to get Preferences Dialogue	

INSTALLATION TIPS

WINDOWS:

Please be sure that:

- Your operation system is Win95/98/NT4.0. SuperGoo will not run on Win 3.x or NT 3.x.x.
- Your display is set to a minimum of 16-bit colors (65,000 colors). We recommend 24-bit (true color).
- You are using a Pentium processor or "Pentium class" processor. SuperGoo will NOT run on a 486.
- There are no open applications (other than Win95/98/NT4.0, of course).
- There are NO applications running in the background. This includes anti-virus software, crash monitors or system diagnostic software.

POWER MACINTOSH:

Please be sure that:

- Your operating system is 7.6.1 or higher.
- Your display is set to a minimum of 16-bit colors (65,000 colors). We recommend 24-bit (true color).
- You are not running Virtual Memory or any RAM enhancing program such as "RAM Doubler".
- Please be certain that you have at least 25 MB of free space on your hard disk before you install.
- You might receive an error message while attempting to launch SuperGoo which states "The application SuperGoo could not be opened because axiom could not be found." This means that the Macintosh does not have enough memory left after launching SuperGoo to load the necessary "axiom" extension. If this happens, try quitting other applications or allocating LESS memory to SuperGoo, to give your System extra breathing space. To do so, select the application icon, go to File menu>Get Info and allocate slightly less RAM in "Preferred Size."

Write your serial number here:

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